

**VIRTUAL REALITY ENCOUNTERS**

**ABSTRACT**

A virtual encounter system includes a mannequin having life-like features. The mannequin includes a body, a camera, coupled to the body, for sending video signals over a communications network, and a microphone, coupled to the body, for sending audio signals to the communications network. The system also includes a set of goggles that includes a display to render video signals received from the camera and a transducer to transduce the audio signals received from the microphone.